

How Well Received/Successful are Bible Themed Video Games?

An Annotated Bibliography

Why Are Bible Games Never Very Good? - GameSpot

This interview between GameSpot, Martin Bertram and Richard Gaeta is talking about Call of Abraham. They discuss the accuracy of the bible in games. In Martin's point he said that the commercial success and the bible would never go together. Because of the "lack of vision" and the inability to please all target audiences.

Faith-Based Video Games & Creators

This blog post was explaining how to balance faith in Christ with gaming and making a list of Christian games. Christian companies and developers who created the video games have a bad reputation for bad sense of art and creativity.

Christian video games are so bad they're good

Seven Unhinged Christian Video Games That Actually Exist - RELEVANT

These blog posts are both talking about
The titles suggest that which game could be worse than other bible game quality comparisons or differences on each gaming console platform.

Teaching The Bible Through Video Games - Vision Christian Media

This paragraph is teaching young people about Gate Zero from covid-19 pandemic to create bible studies to be physical to make a Christian youth camp which help focuses on studying on a group. It helps young generation to have experience with Jesus Christ.

Why Aren't Christian Video Games Successful?

This news article says that Christian games aren't successful because they don't have any values in the media's market. Facebook user Jason Howard said "Christian video games are more trivia games based not to begin with" Rich Knight said "There are no good Christian based video games" During the years Christian game were become unlicensed from different name companies. Wisdom Tree created Bible Computer games series which was written by BibleBytes.

Spiritually Profitable Gaming - Forbes

Michael Pachter mentioned "why do people play games" He explained an analyst at Los Angeles and the percentage of the PC market \$1.2 billion a year Overtly Christian-themed games.

CONCLUDING PARAGRAPH:

- I chose this topic because 2 of the readings presented in class were about the cybernetic hypothesis and rituals, or religion, so this topic seems to connect both
- Chose this topic because it is rare to see people play Bible games, more popular games being played are not related to Christian values. This is because Bible themed games end up being like trivia and you have to know and believe in Christianity to be interested in them.
- It is connected to the cybernetic hypothesis because technology is widely used. Software and game developers want to gain popularity because popularity makes money. For example, Wisdom Tree makes money for BibleBytes off of Bible themed computer games.
- Spreading Gospel is a part of Christian rituals because its purpose is to “pass on the values and orders on which a community is based” as Byung-Chul Han says in *The Disappearance of Ritual*.
- Making money and Christian rituals do not go together well. The developers of the Christian games do not have much commercial success because they have run out of ideas and have nowhere to go from the unprofitable theme of the Bible in video games.